

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claim 44 has been canceled without prejudice or disclaimer, claims 1 through 30, 35 through 38, 40, 42, and 43 have been amended, and new claims 45 through 49 have been added.

1. (Currently Amended) A ~~wireless portable game~~ mobile terminal comprising:
 - a radio transceiver configured to transfer speech and game data through a radio connection to a telecommunication system;
 - a loudspeaker configured to reproduce audio;
 - a microphone configured to capture speech of a user of the ~~wireless portable game~~ mobile terminal; and
 - a processing unit coupled to the radio transceiver, the loudspeaker and the microphone configured to process the game data, to transfer the game data to and from another ~~[[game]]~~ mobile terminal ~~or a game server~~ through the radio connection, to receive captured speech of another user of the another mobile terminal through the radio connection, ~~to output audio part of the game data and the captured speech of the other user through the loudspeaker,~~ to capture speech of ~~[[an]]~~ the user with the microphone, and to transfer the captured speech of the user to the another ~~[[game]]~~ mobile terminal ~~or to a game server~~ through the radio connection, wherein the game data is independent from the captured speech of the user.
2. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim ~~[[1]]~~ 49, wherein the ~~processing unit and the transceiver are further configured~~ apparatus is further caused

to determine to transfer the game data as in-band signaling in a speech channel of the radio connection.

3. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim [[1]] 49, wherein the ~~processing unit and the transceiver are further configured~~ apparatus is further caused to determine to transfer the captured speech and the game data in a packet-switched data channel of the radio connection.

4. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim [[1]] 49, wherein the ~~processing unit and the transceiver are further configured~~ apparatus is further caused to determine to transfer the captured speech and the game data in a circuit-switched data channel of the radio connection.

5. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim [[1]] 49, wherein the radio connection comprises a dual transfer mode (DTM) ~~Dual Transfer Mode DTM~~ radio connection.

6. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 5, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a ~~General Packet Radio Service Transparent Transport Protocol~~ general packet radio service transparent transport protocol (GTTP).

7. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 6, wherein the processing unit is further configured to check one or more delay requirements of the

game data, and to transfer the game data utilizing the GTTP, if the one or more delay requirements meet a predetermined delay limit.

8. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 6, wherein the processing unit is further configured to check ~~[[the]]~~ a volume of the game data, and to transfer the game data utilizing GTTP, if the volume meets a predetermined volume limit.

9. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 6, wherein the processing unit is further configured to check ~~[[the]]~~ a block size of the game data, and to transfer the game data utilizing GTTP, if the block size meets a predetermined block size limit.

10. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 6, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a signaling resource of the DTM radio connection.

11. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 10, wherein the signaling resource comprises a packet flow context (PFC) ~~Packet Flow Context~~ PFC defined for the signaling.

12. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 5, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a gaming specific resource of the DTM radio connection.

13. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 12, wherein the gaming specific resource comprises a packet flow context (PFC) ~~Packet Flow Context~~ PFC defined by one or more gaming specific ~~Quality of Service~~ quality of service attributes.

14. (Currently Amended) The ~~wireless portable game terminal~~ apparatus of claim 12, wherein the gaming specific resource comprises a temporary block flow (TBF) ~~Temporary Block Flow~~ TBF defined by one or more gaming specific ~~Quality of Service~~ quality of service attributes.

15. (Currently Amended) A method comprising:

~~capturing~~ determining to capture speech of a user of a ~~wireless portable game~~ mobile terminal;

~~transferring~~ determining to transfer the captured speech of the user from the mobile terminal to another ~~game~~ mobile terminal ~~or to a game server~~ through a radio connection;

~~processing game data in the wireless portable game terminal;~~

~~transferring~~ determining to transfer the game data ~~to and from~~ between the mobile terminal and the another ~~game~~ mobile terminal ~~or a game server~~ through the radio connection, the game data being independent from the captured speech of the user; and

receiving at the mobile terminal captured speech of another user of the another mobile terminal through the radio connection; ~~and reproducing audio part of the game data and the captured speech of the other user.~~

16. (Currently Amended) The method of claim 15, wherein the method further comprises: ~~transferring~~ determining to transfer the game data as in-band signaling in a speech channel of the radio connection, while the speech channel is transferring the captured speech of the user, the captured speech of the another user, or a combination thereof.

17. (Currently Amended) The method of claim 15, wherein the method further comprises: ~~transferring~~ determining to transfer the captured speech and the game data in a packet-switched data channel of the radio connection.

18. (Currently Amended) The method of claim 15, wherein the method further comprises: ~~transferring~~ determining to transfer the captured speech and the game data in a circuit-switched data channel of the radio connection.

19. (Currently Amended) The method of claim 15, wherein the radio connection comprises a dual transfer mode (DTM) ~~Dual Transfer Mode DTM~~ radio connection.

20. (Currently Amended) The method of claim 19, wherein the method further comprises: transferring the game data utilizing a ~~General Packet Radio Service Transparent Transport Protocol~~ general packet radio service transparent transport protocol (GTTP).

21. (Currently Amended) The method of claim 20, wherein the method further comprises: checking one or more delay requirements of the game data; and ~~transferring~~ determining to transfer the game data utilizing the GTTP, if the one or more delay requirements meet a predetermined minimum delay limit.

22. (Currently Amended) The method of claim 20, wherein the method further comprises: checking ~~[[the]]~~ a volume of the game data; and ~~transferring~~ determining to transfer the game data utilizing GTTP, if the volume meets a predetermined minimum volume limit.
23. (Currently Amended) The method of claim 20, wherein the method further comprises: checking ~~[[the]]~~ a block size of the game data; and ~~transferring~~ determining to transfer the game data utilizing GTTP, if the block size meets a predetermined minimum block size limit.
24. (Currently Amended) The method of claim 20, wherein the method further comprises: ~~transferring~~ determining to transfer the game data utilizing a signaling resource of the DTM radio connection.
25. (Currently Amended) The method of claim 24, wherein the signaling resource comprises a packet flow context (PFC) ~~Packet Flow Context~~ PFC defined for the signaling.
26. (Currently Amended) The method of claim 19, wherein the method further comprises: ~~transferring~~ determining to transfer the game data utilizing a gaming specific resource of the DTM radio connection.
27. (Currently Amended) The method of claim 26, wherein the gaming specific resource comprises a packet flow context (PFC) ~~Packet Flow Context~~ PFC defined by one or more gaming specific ~~Quality of Service~~ quality of service attributes.

28. (Currently Amended) The method of claim 26, wherein the one or more gaming specific resource comprises a temporary block flow (TBF) ~~Temporary Block Flow~~ TBF defined by gaming specific ~~Quality of Service~~ quality of service attributes.

29. (Currently Amended) A computer-readable storage medium carrying one or more sequences of one or more instructions which, when executed by one or more processors, cause an apparatus to perform at least the following ~~program product encoding a computer process for execution in a wireless portable game terminal, the process comprising:~~

~~capturing~~ determining to capture speech of a user of the apparatus ~~a wireless portable game terminal;~~

~~transferring~~ determining to transfer the captured speech of the user to another apparatus ~~game terminal or to a game server~~ through a radio connection;

~~processing game data in the wireless portable game terminal;~~

~~transferring~~ determining to transfer the game data to and from the another apparatus ~~game terminal or a game server~~ through the radio connection, the game data being independent from the captured speech of the user; and

receiving captured speech of another user of the another apparatus through the radio connection; and ~~reproducing audio part of the game data and the captured speech of the other user.~~

30. (Currently Amended) A network element of a telecommunication system comprising: a radio transceiver configured to transfer captured speech and game data in a dual transfer mode (DTM) ~~Dual Transfer Mode~~ DTM radio connection, the game data being independent from the captured speech; and

a processing unit coupled to the radio transceiver, configured to transfer the captured speech and the game data ~~to and from~~ between a ~~wireless portable game~~ mobile terminal and another mobile terminal through the radio connection.

31. - 34. (Canceled)

35. (Currently Amended) The network element of claim 30, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a ~~General Packet Radio Service Transparent Transport Protocol~~ general packet radio service transparent transport protocol (GTP).

36. (Currently Amended) The network element of claim 35, wherein the processing unit is further configured to check one or more delay requirements of the game data, and to transfer the game data utilizing the GTP, if the delay requirements meet a predetermined delay limit.

37. (Currently Amended) The network element of claim 35, wherein the processing unit is further configured to check ~~[[the]]~~ a volume of the game data, and to transfer the game data utilizing GTP, if the volume meets a predetermined volume limit.

38. (Currently Amended) The network element of claim 35, wherein the processing unit is further configured to check ~~[[the]]~~ a block size of the game data, and to transfer the game data utilizing GTP, if the block size meets a predetermined block size limit.

39. (Original) The network element of claim 35, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a signaling resource of the DTM radio connection.

40. (Currently Amended) The network element of claim 39, wherein the signaling resource comprises a packet flow context (PFC) ~~Packet Flow Context PFC~~ defined for the signaling.

41. (Previously Presented) The network element of claim 30, wherein the processing unit and the transceiver are further configured to transfer the game data utilizing a gaming specific resource of the DTM radio connection.

42. (Currently Amended) The network element of claim 41, wherein the gaming specific resource comprises a packet flow context (PFC) ~~Packet Flow Context PFC~~ defined by one or more gaming specific ~~Quality of Service~~ quality of service attributes.

43. (Currently Amended) The network element of claim 41, wherein the gaming specific resource comprises a temporary block flow (TBF) ~~Temporary Block Flow TBF~~ defined by one or more gaming specific ~~Quality of Service~~ quality of service attributes.

44. (Canceled)

45. (New) The method of claim 15, wherein the captured speech of the user is transferred to the another mobile terminal through the radio connection without going through a game

server, and the captured speech of the another user is received through the radio connection without going through a game server.

46. (New) The method of claim 15, further comprising:

processing the game data and the captured speech of the another user at the mobile terminal;

and

determining to reproduce at the mobile terminal audio part of the game data and the captured speech of the another user.

47. (New) The method of claim 46, wherein the audio part of the game data includes one or more game commands.

48. (New) The method of claim 15, wherein the captured speech includes one or more comments of at least one of the user and the another user.

49. (New) An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

determine to capture speech of a user of the apparatus;

determine to transfer the captured speech of the user to another apparatus through a radio connection;

determine to transfer the game data to and from the another apparatus through the radio connection, the game data being independent from the captured speech of the user; and
receive captured speech of another user of the another apparatus through the radio connection.